TRAVELLER

Dice Modifiers	
0	-3
1-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15+	+3

DAMAGE				PSI

UPP	STR	DEX	END	INT	EDU	SOC
DM						

PERSONAL

Name	Sophont	Notes
Homeworld	Culture	
Occupation	Age	

MOVE

Gs

Lv	SKILL (*Speciality*)	Lv	SKILL (*Speciality*) Max #lv		
	admin		engineer (*life support*)		medic
	advocate		engineer (*power*)		melee (unarmed)
	animals (handling)		explosives		melee (blade)
	animals (veterinary)		flyer (*airship*)		melee (bludgeon)
	animals (training)		flyer (*grav*)		melee (natural)
	art ( )		flyer (*ornithopter*)		navigation
	art ( )		flyer (*rotor*)		persuade
	art ( )		flyer (*wing*)		pilot (*small craft*)
	astrogation		gambler		pilot (*spacecraft*)
	athletics (*dexterity*)		gunner (*turret*)		pilot (*capital ships*)
	athletics (*endurance*)		gunner (*ortillery*)		profession ( )
	athletics (*strength*)		gunner (*screen*)		profession ( )
	broker		gunner (*capital*)		recon
	carouse		gun combat (*archaic*)		science ( )
	deception		gun combat (*energy*)		science ( )
	diplomat		gun combat (*slug*)		science ( )
	drive (*hovercraft*)		heavy weapons (*artillery*)		seafarer ( )
	drive (*mole*)		heavy weapons (*portable*)		stealth
	drive (*tracks*)		heavy weapons (*vehicle*)		steward
	drive (*walker*)		investigate		streetwise
	drive (*wheel*)		jack-of-all-trades		survival
	electronics (comms)		language (*Galanglic*)		tactics (*military*)
	electronics (computers)		language ( )		tactics (*naval*)
	electronics (remote ops)		language ( )		vac suit
	electronics (sensors)		language ( )		
	engineer (*M-dive*)		leadership		
	engineer (*J-drive*)		mechanic		

WEAPON	DMG	RNG	KG	TL	MAG	TRAITS

ARMOUR	P	RAD	KG	TL	OPTIONS

EQUIPMENT	KG	EQUIPMENT	KG

Max (kg) = END + STR + Athletics(STR) + Athletics(END)

MAX (kg)	TOTAL (kg)

TRAITS

C.A.R.E.

Contacts, Allies, Rivals, Enemies

FINANCES

Pension

Debts

Credits

TAS MEMBERSHIP

STUDY PERIODS

Training in skill

Weeks *Periods*

By Hexaedre — v. 1.1